

Inner County League Rules REVISED 3-22-19

- League members will include Van Wert Youth Baseball with 6 teams and Middle Point Ball Association with 3 teams for a total of 9 teams for 2017.
- A playing week begins on Monday and ends on Sunday.
- Length of games will be 90 minutes with time carried over to finish the inning. If fourth inning is complete at the 90 minute time, no new innings will be started unless the game is tied. If the game is tied, the game will continue for up to a total of 9 innings, or 120 minutes, whichever ever come first. Ties are allowed. Games will begin at 6:00 p.m. (7:45 p.m. if there is a second game). There is NO time limit during the league tournament.
- Games called for any reason shall be considered complete if 4 innings have been completed (3 1/2 if home team is ahead). If games are called in less than 4 innings, they will be continued from the point that they were halted.
- **Lightning: In the event of sighted lightning, the 1st sighting will result in a half hour delay** of game from time called. 2nd sighting within that 1st half hour, game will be called.
- 10 run rule takes effect if the home team is up by 10 runs after 3 1/2 innings or the visiting team is up by 10 at the end of the 4th. If the 10 run rule is enforced in 3 1/2 innings and the home team has won, we will finish the bottom of the inning to allow the visiting team to play defense so 4 complete innings are done for the players.
- Defense will consist of 10 players on the field, four of which must remain in the outfield until the ball is hit. In the event of less than 10 players, players are to be placed at coach's discretion with a maximum of 6 infield players. A team that cannot field 8 players will forfeit, with a 10 min grace period, which will start from the coaches/umpire meeting at home plate.
- Entire team roster will bat in order despite playing the field. There will be 10 batters per inning or three outs, whichever comes first.

"Exception to this rule is that in the final inning of play OR any inning that starts on or after 1 hour 15 minutes- you will be able to bat an unlimited amount of players."

- (Play 10 players) Any player in the batting order unable to bat (for obvious reason or illness) will be skipped, not forced out, may return to the roster when able in same order.
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- **Every player** must play at least two consecutive innings in a game. In case a game would be finished in 4 innings, it is recommended to the coaches that they put their remaining players in at the beginning of the third inning so all players get in at least two innings. In the event a 10 run rule is enforced to end a game in 4 innings and a player did not play 2 innings, the player **must play** four consecutive innings in the next scheduled game.
- The home team is the official scorekeeper and timekeeper. The game is scheduled for 6 innings. At the beginning of the game, both Head Coaches along with a couple of players from each team will meet at home plate with the Head Umpire. Both Coaches will then synchronize watches and the game time will start when the 1st pitch is thrown.

- The line-up card should be presented to the opposing head coach prior to the start of the game.
- The Home Team will provide 2 new baseballs to the umpire prior to each game.
- To speed the game up, players are to **run on and off the field**. Failure to do so first time will result in a warning. Second offense will result in an out being issued, or first batter will be issued a walk at the umpires discretion.
- Pitching Distance: 40 feet for 8 year olds (AGE AS 4-30-17)
46 feet for 9 and 10 year olds
- Any one pitcher may pitch a total of three consecutive innings maximum in one game and a total of 6 innings per week. In case 3 regularly scheduled games occur in a week, as in tournament play or make up games, then the total innings/week is 9. Make up games will be counted for the week that they were originally scheduled.
- A pitcher is permitted at the beginning of each inning to pitch a maximum of 5 pitches. Umpires shall have discretion on pre-inning warm-ups.
- Any pitcher withdrawn from the mound and line-up, or a pitcher, who is withdrawn from the mound and stays in the game at another position, shall not be permitted to return to the mound in the same game.
- Coaches may visit the mound to any one pitcher **ONCE** per game per pitcher. The **SECOND** visit to same pitcher in same game will result in mandatory removal.
- Coaches will be permitted to leave the dugout, to instruct a batter, change pitchers, or an injury occurs. Base coaches must stay in the coach's box. No coach will be permitted to approach an umpire during or after a game for judgmental calls dealing with balls and strikes. Coaches may call time-out and approach the umpire if a call is made that involves a possible rule conflict. Both coaches will discuss the conflict with the umpire, viewing a rule book, and reasonably resolve the issue. First offense will result in a warning. Second offense will result in the coach being asked to leave the game and serve a one game suspension. **The Third offense will result in dismissal of the coach.**
- Catchers are permitted to wear knee savers and required to wear a protective cup.
- Shoes with metal spikes or metal cleats will not be permitted.
- 2019 INNER COUNTY LEAGUE WILL CONTINUE TO USE ANY LITTLE LEAGUE STAMPED 2 1/4 BAT. YOU CAN ALSO USE ANY 2 1/4 OR BIG BARREL 2 5/8 BAT THAT HAS THE *USA BASEBALL* STAMPED ABOVE THE HANDLE. If a bat can not be verified it will be removed from the game.
- Only one batter is allowed in the on deck circle. In Van Wert, the on deck circle is not between home plate and the dug out, but on the other side of the dugout towards the outfield; for the batters safety.
- Base runners **cannot** lead off bases.
- There is **NO** stealing second on a walk

- Intentional walks are not allowed.
- A strike out will be called if:
 - -A batter swings and misses the ball on the 3rd The catcher does not have to catch the ball. The runner is out, no running to first.
 - -A batter foul tips the third strike and the catcher catches the foul tip.
 - -A batter fouls off a bunt when there are two strikes on him.
- Base runners can steal **ONLY** after the ball crosses the plate. If the runner leaves early, either umpire will call an automatic dead ball, despite what the batter might have done with the pitch. The runner will return back to the original base. The pitch count will continue with the count prior to this incidence. **BASE RUNNERS CAN ADVANCE FROM ANY BASE ON A PASSED BALL. RUNNERS CAN SCORE ON A PASSED BALL OR OVERTHROW. PLAY WILL BE STOPPED WHEN RUNNER QUILTS ADVANCING TOWARD THE NEXT BASE AND WHEN AN INFIELDER POSSESS THE BALL.**
- (POSSESSION, RUNNER STOPS, UMPIRE WILL CALL TIME). **NO BACK AND FORTH BY THE RUNNER TRYING TO DRAW ADDITIONAL THROWS.**
- Sliding: Sliding is not required but a runner must attempt to **AVOID CONTACT**. If contact is made and the umpire feels it was avoidable, the runner is automatically out. Incidental contact at first base is allowed. Intentional contact will result in an automatic out and a serious warning advising that a second time will result in another out, ejection from the game and a one game suspension. There is **NO** head first slides or the runner is automatically out.
- infield fly rule **WILL APPLY**.
- If a batter steps out of the batters box in fear of getting hit by the ball, the umpire will call the pitch based on if the player had been in the box normally. It will **NOT** be an automatic strike just because the player stepped out.
- Little League Rule 1.11-(j) states: Players **MUST NOT** wear watches, rings, pins, jewelry or other metallic items. (EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.)
- No one shall be permitted to **SMOKE** tobacco products in the dugouts or on the field during games or practices.
- **No profanity is permitted in the dugout, on the field, or at practices.** First offense will result in a warning. Second offense, coach or player, will be asked to leave the game and serve one game suspension. The third offense will result in dismissal of the player or coach.
- Equipment throwing on the field or in the dugout will result in a warning. **Automatic ejection from the game upon a second request.**
- Ejection of any player, coach, or statistician from any game, will result in a one game suspension. The suspension will be enforced for the individual's next playable game. Rainouts delay the suspension.
- Fan control: It is the coach's responsibility to control his fans during a game to maintain control of the game.

- The umpire has the authority to eject any coach, player or fan from the game, without warning. If proper field conduct is not adhered to, the person ejected from the game must immediately leave the dugout (in case of a fan, must leave the ball diamond area). Depending on the offense, the accused may be told to leave the ball diamond area. If the player or coach refuses to leave the facility, the umpire has the authority to call a forfeit and/or contact the authorities for removal from the ball park. The incident will then be reported to the Inner County League Board.
- In Conclusion, proper field conduct must be adhered to at all times. Foul language, display of temper, arguing with the umpires, the baiting and antagonizing of opposing players or of umpires by coaches, players, or fans, will not be tolerated and will result in disciplinary action.
- Rainouts and postponements will be posted on the website vanwertyouthbaseball.com around 4:00 p.m. the day of the scheduled games. It is then the coach's responsibility to contact the players. Re-scheduling of the games will be handled between Van Wert's Board and Middle Point's Board and the coaches will be notified accordingly.
- League Champion & League Runner-up will receive trophies. In case of any ties, first tie-breaker will consist of head to head record with the teams in question. Second tie-breaker consists of most runs scored between the teams in question and the third tie-breaker is the least amount of runs allowed.
- League Tournament: The tournament will be single elimination with league champion having first seed and first runner-up having the second seed. The remaining teams will be placed in the brackets based off of normal seeding procedures. ENTIRE TOURNAMENT WILL BE HELD AT MIDDLE POINT ON EVEN YEARS AND VAN WERT ON ODD YEARS. HOME TEAM WILL BE THE HIGHEST SEED FOR EACH GAME PLAYED. Each team will supply a baseball for each tournament game prior to the game. There is NO time limit during tournament games. Trophies will be given to the Champion and First Runner-up.
- League fees will be \$50/team. Payable to Van Wert Youth Baseball, PO Box 794, Van Wert, Ohio The fees cover the league & tournament trophies & umpires for the tournament.
- Van Wert Youth Baseball will be responsible for obtaining all trophies for the Inner County League.

45) All Van Wert players are required to wear facemasks on their batting helmets. The league will provide 5 helmets with masks to each team.

45) NO CURVEBALLS.

Final & Approved Rules as of 3-22-19